

Methodology

To estimate person-hours, our team first used the Planning Poker technique to assign story points to each task based on its relative complexity and effort. Once we reached consensus on the story points, we converted those points into estimated hour ranges to better plan our workload. Specifically, we mapped story point values to time estimates as follows: 1 point corresponded to approximately 0–1 hour, 2 points to 1–1.5 hours, 3 points to 2–2.5 hours, 4 points to 2.5–3 hours, and 5 points to 3 or more hours. This allowed us to translate abstract complexity scores into concrete time expectations for scheduling and tracking progress

Ticket	Story Points	Estimate Hrs	Actual Hrs
start_screen	1	0.25	0.25
end_Screen	1	0.25	0.25
render_status	2	1	1
ask_for_input	2	1	1
check_status	1	0.5	0.5
set_flags	3	2	1.5
fill_zeroes	5	3	3.5
render_board	4	2.5	2
neighbors_function	2	1	1.5
in_bounds	1	0.25	0.25
compute_numbers	4	2.5	2
place_mine	3	2	2
quit	1	0.25	0.5
uncover	4	2.5	2
Update UI of board	1	0.5	1
bug:user chooses mine count	1	0.5	0.5
bug:flags don't get uncovered on first reveal	4	2.5	1
bug: fix mines remaining	1	0.5	0.5
bug: empty board	2	1	0.5
Totals	43	24	21.75